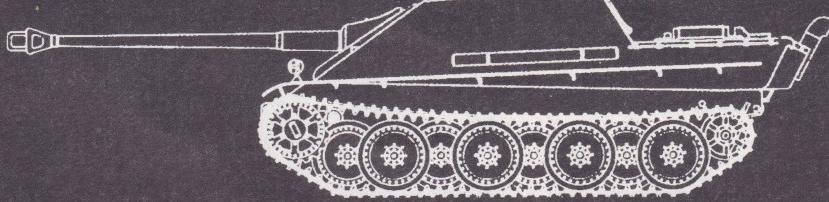


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The battle for Velikiye Luki, Stalingrad of the North, winter 1942-43. Regimental level, detailed unit combat strengths. 450 counters and 22"x28" map. **\$30.00**

PACIFIC THEATRE**VIC BATTLE HYMN**

SOLITAIRE Man-to-man combat between the tenacious Japs and nuggety American leathernecks. 17 scenarios, 218 counters, three maps (10 yards/hex), 90 character & vehicle cards. This game uses the same popular system as AMBUSH! **\$50.00**

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The Solomon Sea naval battles, 1942. Hidden movement makes play tense as Task Forces and carrier-borne aircraft probe the ocean for targets. Five scenarios, 1300 counters (13 ship and 28 aircraft types), 28"x44" mapboard and 2 Log Sheet Pads. **\$60.00**

AH MIDWAY

The turning point in the Pacific war. 3 levels of play. Hidden movement 'Search & Destroy'. 235 counters, 14"x22" Searchboard and 14"x22" Battleboard. **\$40.00**

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The Allied struggle against Japan, 1941-45, involving vast sea battles and furious island invasions. 2340 counters and two colourful 22"x32" maps. **\$119.00**

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WAR AT SEA in the Pacific. A fast-flowing, entertaining game of the land, air & sea battles of 1941-45. 318 counters and 22"x28" mapboard. **\$40.00**

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24 scenarios of platoon/battery level actions, 1956-1974. Fierce tactical desert warfare with armour, helicopters, aircraft, AT teams and grunts.. 510 counters and four 8"x22" mapboards. **\$45.00**

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The first year of the conflict at Operational-level. Supply acquisition or denial is as important as military skill. 520 counters and two 22"x32" maps. **\$60.00**

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Introductory man-to-man combat in the steamy, tangled jungles of the Nam. 152 large counters and two colourful 11"x14" mapboards. **\$40.00**

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Introductory man-to-man combat in the steamy, tangled jungles of the Nam. 152 large counters and two colourful 11"x14" mapboards. **\$40.00**

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The battle of Chinese farm, Israelis vs. the Egyptian 3RD Army. Features alternating impulse movement and detailed unit combat ability. 480 counters with a 22"x28" map. Land and air combat. **\$30.00**

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Players require very careful planning to achieve victory, both militarily and politically. 780 counters and two 22"x32" maps. A tense & detailed game. **\$50.00**

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The Chinese counter offensive against the UN forces in North Korea, 1950-51. Air, land & naval elements. 352 counters, 19"x25" mapboard. Boxed. **\$20.00**

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The Warsaw Pact's assault against the Turkish Straits: The Mediterranean war at both Strategic and Operational level. Covers the land, sea & air battles. 520 counters and a 22"x32" map. **\$50.00**

WES AIR CAV

1980s-90s helicopter warfare in Europe and the Mid. East. Anti-air and tank-busting patrols with tactical land operations included. 10 scenarios, 400 counters and two 22"x34" maps (100 metres per hex). **\$50.00**

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Aerial combat. 30 aircraft types from the F-104S Starfighter to the F-19A Stealth Fighter. 240 counters, four 10"x15" maps, 30 scenarios (3 solitaire). **\$55.00**

GDW AIR STRIKE

Air to ground strikes (bomb-runs & tank-busting) and Anti-aircraft supplement for AIR SUPERIORITY. New rules with 480 counters (32 new aircraft, 38 A.A. systems), six 10"x15" maps and 25 scenarios. **\$50.00**

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Tactically versatile NATO units and the numerically superior Warsaw Pact clash in the battle for West Germany. Emphasis on C3 & Limited Intelligence. 600 counters with a 22"x34" map. **\$60.00**

ASSAULT

European tactical warfare in the 1980's-90s with platoon-sized units. 250 metres per hex, 5 minutes per game turn. Rules stress flexibility, initiative and command potential.

GDW ASSAULT

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GDW BOOTS & SADDLES

Rules for combat helicopters and air defense weapons. Adds the 3RD dimension of Airmobile assaults to modern tactical firefights. 480 counters and two 17"x22" maps. **\$45.00**

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Introduces the East & West German armies (AFVs, APCs, Recon vehicles, Choppers & A.A. systems). New rules and units for combat engineering. 480 counters and two 17"x22" maps. **\$50.00**

GDW • CHIEFTAIN

Will contains the British Army of the Rhine and the Polish army. **TBA**

VIC CENTRAL AMERICA

South American Gun-ship diplomacy, from guerrilla incursions to full military confrontations. 780 counters and a colourful 32"x22" map. **\$80.00**

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A game of global greed! 2-4 players command the economic, military & intelligence forces of one of the world's major powers. 130 counters with a 22"x32" map and 125 cards. **\$45.00**

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Combat between American & Soviet squads of armor, infantry and helicopters. Use of Command chits determines tactical flexibility. 520 counters and four 11"x17" maps. **\$60.00**

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216 counters representing individual soldiers, vehicles & heavy equipment. Skirmish actions in any theatre. four 8"x22" mapboards, 3 levels of play. **\$55.00**

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2-8 pilots engage in aerial dueling from the skies of Korea to the deadly airways over 1980s Europe. 520 counters (over 200 aircraft types!) and an AMAZING 22"x32" painted mapboard. **\$65.00**

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The massive Warsaw Pact army surges like a monolithic engine of the apocalypse into the heart of Western Europe and NATO's steel jaws. World War III has begun! 390 counters with a 22"x32" map. **\$40.00**

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Naval and air operations in the Mediterranean. A detailed yet playable system of sea-borne confrontations. 644 counters (from 16 nations), two 22"x32" maps (46 miles per hex). 14 scenarios. **\$80.00**

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Naval combat between ships, subs & air squadrons in the North Atlantic. 3 levels of play. 644 counters (from 7 nations) and two 22"x32" maps. **\$80.00**

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Naval & air operations in the Far East. An improved game system. 740 counters (from 11 nations, including Australia!) and three 22"x32" maps. **\$90.00**

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FAS TOP GUN

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The Warsaw Pact invades NATO's Southern flank with the objective of capturing Istanbul and the Turkish Straits. 360 counters, two 17"x22" maps and one 8"x17" map. **\$45.00**

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In support of the battle for the North Atlantic, the Warsaw Pact strikes at NATO's Northern flank, invading Norway. 240 counters/ two 17"x22" maps.	\$45.00
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Confrontation in Iran leads to a protracted Mid. East war. Features political, military & diplomatic actions by the US. and USSR. 360 counters from 20 nations and four 17"x22" maps.	\$60.00

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31st Century tactical combat. Five successor states vie for control of a galaxy, their main tool: Battletechs, huge weapons platforms bristling with hi-tech armaments and piloted by the men and women who are the new knights of the battlefield.	

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Five Successor States of the Star League fight four campaigns for the position of Star Lord. 480 counters (Inc. 115 BATTLETECH Regiments), 48 Event Cards, a bundle of money and 22"x34" map.	\$60.00

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BATTLETECH MAP SET	Four large-hex maps (3 with new layouts) on heavy stock.
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THE BATTLETECH MANUAL	A complete source of errata and the boxed-set rulebooks.
HOUSE STEINER	A very detailed account of the Lyran Commonwealth.
HOUSE KURITA	• An informative book on the Draconis Combine.
HOUSE LIAO	• Sourcebook of the Capellan Confederation.

NOTE: See the MINIATURES CATALOGUE for a listing of BATTLETECH miniatures.

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More urban terrorism for BLOCK MANIA. Doubles the players, doubles the destruction, doubles the fun! Two 11"X16" mapboards/178 counters.	\$35.00

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Automobile combat on the freeways. Design a vehicle and wreak havoc on the road. 300 colour counters, 1 city map, 1 truck stop & 6 road maps.	\$25.00

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New rules, cars and weapons systems for vehicular dueling. 115 colourfull counters and a great damn heap of deluxe road sections.	\$30.00

CARWARS SUPPLEMENTS

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CAR WARS	The original game of automotive assault. 130 counters with road maps. Boxed
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CRASH CITY	Motorcycles, police & militant pedestrian vigilantes vie with homicidal drivers for the streets. 160 counters and two 21"x32" maps.
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AADA VEHICLE GUIDE	Weapons and vehicle data for the driving enthusiast.
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AADA VEHICLE GUIDE Vol. 2	• 130 new vehicles, 100 new accessories and an index.
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CAR WARS MAPSHEETS	Five 21"x32" double-sided road mapsheets.
	\$11.00
REFERENCE SCREEN	A free-standing sturdy set of charts for general play.
	\$12.00
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	\$10.00
UNCLE ALBERT'S 2036 CATALOGUE	More mayhem for your money.
	\$11.00

MINI CAR WARS	Cute little introductory game with 17 counters and some tiny maps.
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CW EXP. SET #1	24 back-printed road sections and 124 colour counters.
	\$9.50

CW EXP. SET #2	All the counters from CAR WARS, TRUCK STOP and CRASH CITY.
	\$9.50

CW EXP. SET #3	Two 21"x32" East Midville urban maps for CRASH CITY.
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CAR WARS KILL STICKERS	A pad of silhouette-type kill markings for your car!
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CONVOY	1-6 player adventure module.
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THE GAUNTLET	Multi-player or solo.
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STREET FIGHTER	Solo or multi-player.
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SOLITAIRE	Be a walking arsenal and kill as many beasties as you can in an hour to save New York. 16"x22" mapboard/90 markers/166 cards.
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1-6 Timelords try to return the Key of Chronos to Gallifrey, meeting old enemies (like obnoxious astrots & despotic Daleks) and collecting artifacts (Jelly Babies or a Tardis, etc) along the way. 272 counters and a 16"x22" mapboard.	\$30.00
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Tactical warfare between power-armoured combatants from the Free Seven Worlds, the Starguild Imperium and the alien Dragoncrests. Highly realistic rules capture the energy of hi-tech combat.	392 counters and two
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FANTASY

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1-8 fearless investigators try to save Arkham from H.P. Lovecraft's loathsome Cthulhu creations. 99 cards, 50 monstrous counters, 56 bank notes, 2 Arkham gazettes and a 17"x22" map. **\$50.00**



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A fun card game involving the trials and tribulations of an Orc Tribe. 112 illustrated cards. **\$40.00**

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The divided, but formidable, human kingdoms must oppose a great Necromancer and his vampiric host. Play features diplomatic, magical & military actions. 260 counters (with 'Undead' backprint) and a 22"x32" mapboard of a unique world. **\$50.00**

TSR • DRAGONLANCE

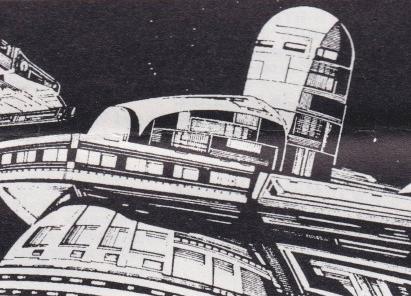
Warring Dragons in a battle for the Dragonlance. Two levels of play. Contains colourful plastic miniatures and a geographically detailed board. **TBA**

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1-4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall. Includes 115 colour room tiles, 68 monster counters, 174 cards (for beasties, traps & treasures) and a 23"x22" mapboard. **\$60.00**

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Two armies strive to seize five charms that grant supreme power. A game of strategy and magic with infantry, cavalry, fleets, monsters and wizards. 173 counters with a 21"x28" map. **\$50.00**



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2-4 nobles explore the land of Kadab, collecting treasures, mustering armies of motley creatures, recruiting powerful heroes and building castles... all for the chance to wear the crown! 48 colour land tiles and 351 terrific (and cute) counters. **\$50.00**

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16 fantastic characters on a perilous, grandiose quest for glory and riches in a vast magical world. 20 land tiles, 121 cards and 476 counters. **\$40.00**

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2-6 players flee the nightmare maze and Freddy's terribly unfriendly psychopathic tendencies. Two 16"x22" mapboards & 200 event cards. **\$60.00**

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Two angry Wizards beat the crap out of each other with noisome legions of skeletons and zombies. 11"x17" map and 112 back-printed counters. **\$12.50**

GAM TALISMAN

2-6 adventurers seek the Crown of Command whilst collecting treasures, followers, equipment, magic items and wounds from ferocious critters. 182 colour cards and a beautiful map. This is the MONOPOLY of fantasy boardgames. **\$27.00**

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2-6 players seek the Crown of Command whilst collecting treasures, followers, equipment, magic items and wounds from ferocious critters. 182 colour cards and a beautiful map. **\$22.00**

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2-6 players seek the Crown of Command whilst collecting treasures, followers, equipment, magic items and wounds from ferocious critters. 182 colour cards and a beautiful map. **\$22.00**

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The subterranean extension of *TALISMAN* 54 cards (including 14 new characters) and a 11"x16" mapboard. **\$30.00**

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2-3 investigators hunt for Dracula in 1898 Europe, features hidden movement, supernatural powers and a host of other gothic horror surprises! 16"x20" mapboard, 140 colourful counters, 60 event cards and 4 exquisite plastic playing pieces. **\$50.00**

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2-6 Titans muster legions of monsters and wizards whilst trying to eliminate each other. Uses strategic movement with tactical combat resolution. 621 counters, one 16"x22" master mapboard and eleven 8"x11" Battle-land maps. **\$40.00**

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Dracula is stalking London, leaving a trail of desiccated corpses and undead victims with ghoulish appetites! 112 colour counters & 3 mini maps. **\$12.50**

PAC WABBIT WAMPAGE

Just like TV! Battle other bunnies for carrots, attack farmer Brown for revenge, torch the barnyard, blast old Fido off the board, etc. A crazy host of characters engage in a battle for the farm yard. 13"x17" mapboard, 70 counters and 48 cards. **\$45.00**

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They skinned his kin, and now they're going to pay... Wambo Wabbit vs. the township in a battle that uses everything from zeppelins to ray guns. **\$45.00**

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A Fighting Fantasy boardgame fraught with money, monsters and masterful artwork. Characters face the denizens of the dungeon in a mercenary quest for riches. 22"x23" mapboard, 98 illustrated cards, 6 miniatures and a pad of adventure sheets. **\$50.00**

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A detailed system for skirmish encounters or bloody campaigns involving miniatures or cardboard units representing the full spectrum of fantasy combatants from august heroes to monstrous daemons.

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Complete 3RD Ed. rules of warfare that include chariots, aerial combat, heroes, character levels, champions, Generals, Wizards, Elite units, special forces, camp followers, leadership, formations, war beasts, war engines, racial types and more! **\$60.00**

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AH WIZARD'S QUEST

2-6 Armies, with assorted Heroes & Sorcerers, search the island of Marmot for three treasures whilst avoiding a hungry dragon and orcish hordes. 404 counters with a 22"x24" painted mapboard. **\$45.00**

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Construct a fleet of starships & start searching for worlds to conquer! A galactic empire-building campaign with economic, political & military struggles. Includes a Start-up package & three free turns. **\$8.00**

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Eight Alien races intending to colonise Earth fight 14 human factions for control of the planet (or what's left of it!). Rules folder and first move will set you back \$8.00, additional moves are \$4.50 each. **\$8.00**

FAS STAR TREK II COMBAT SIMULATOR 3 levels of play. Tactical spaceborne combat between starships. 78 colour counters, 112 game chits and a 22"x34" map. This item originally sold for \$35.00 but is reduced due to overstocking and being superseded by another game. **\$8.00**

FAS STAR TREK COMBAT SIMULATOR Revised and expanded version of the above game. Improved rules for a fast-paced game of space combat. 156 counters, 22"x34" starfield map. **\$50.00**

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RULEBOOK UPDATE For *STAR TREK 2 STARSHIP COMBAT SIMULATOR*. **\$25.00**
FEDERATION SHIP RECOGNITION MANUAL Hard data for 85 Federation Starships. **\$15.00**
KLINGON SHIP RECOGNITION MANUAL **\$16.00**
ROMULAN SHIP RECOGNITION MANUAL **\$15.00**
STARSHIP STARFIELD HEX SHEETS Five 22"x34" maps. **\$15.00**

COMPUTER GAMES

50 MISSION CRUSH

You pilot your B-17 bomber in 50 dangerous raids over France and Germany. Game can last for 10 minutes to 8 hours.

B-24

A flight/combat simulator that challenges you to fly 19 bombing raids over the Axis' oil refineries at Ploesti, Rumania. Can you shorten the war in Europe by reducing the oil production.

BALTIC 1985

Third in the *SUPERPOWER SERIES*: NATO forces must carve open a corridor across East Germany to rescue trapped troops in Berlin.

BATTALION COMMANDER

Now you can direct a modern US, Soviet, or Chinese armored battalion against the enemy forces, led by the computer.

BATTLE FOR NORMANDY

D-Day: Relive the massive Allied invasion of Northern France in June 1944 that marked the beginning of the end for Hitler.

BATTLES IN NORMANDY

The 8 scenarios in this game allow you to recreate the momentous battles that established the Normandy Bridgehead. The game uses the system as *BATTLEFRONT*, with all the great play & design features. Plus climate design for your own scenarios.

BATTLEGROUP

This game using same mechanics as *KAMPFGRUPPE*, recreating tactical combat on the Western Front. Includes every major German, US & UK tank, gun, and weapon used on this front from 1943-45. Units range from individual vehicles to battalions. New rules such as limits to stacking and morale/route are included.

BATTLE OF ANTIETAM

A grand tactical simulation of the Civil War's bloodiest battle. Has three levels of play and a zoom out map display.

BATTLECRUISER

Uses the same system as *WARSHIP*. Recreates individual ship to ship combat in great detail. Contains 79 ships from the First World War fleets of Germany and Britain, plus 79 World War 2 ships from Britain, France, Germany and Italy.

BATTLEFRONT

This is a recreation of land battles from WW2. The game features a complete range of units and an easy to use game menu. Four scenarios, 1941, 1942, 1944, and 1945; plus a comprehensive design kit allowing you to create your own scenarios.

BROADSIDES

A game of non-stop tactical Naval action in which you can re-enact legendary engagements from the age of fighting sail.

CARRIER FORCE

Recreates the four major naval engagements in the Pacific; Santa Cruz, Midway, Solomons & Coral sea. Every major warship and plane is fully accounted for and battles are resolved down to the last plane.

CARRIERS AT WAR

Command the land based & naval units of the U.S. or Japan, in any 1 of the 5 historical scenarios provided. Using SSGs unique menu & design systems. New scenarios can be created.

COLONIAL CONQUEST

Fight for world domination during the age of Imperialism. This game was GAME OF THE YEAR in 1985 and is for 1 to 6 players.

COMBAT LEADER

Modern tank engagements as you lead companies, platoons and squads into battle. Only available on cassette for C-64.

COMPUTER AMBUSH

Command ten German or American grunts in this realistic man-to-man combat simulation. Hidden movement and the ability to design your own squads are just some of the features. New improved edition is 40 times faster than before.

COMPUTER BASEBALL

Create and manage your own baseball team in this superb simulation of one of America's national sports.

COMPUTER QUARTERBACK

A real time simulation of NFL football that is probably the most sophisticated and realistic around. Requires paddles.

COSMIC BALANCE

Tactical space game for 1 or 2 players that challenges your skill as starship commander & designer. Build a ship from the ground up choosing from a multitude of

hulls, engines (giving you power), drives (for speed & maneuverability), weapons, shields and armour. Then lead your ships into deep-space combat.

EAGLES

Fly over France during 1917-19. Contains 6 German and 8 Allied planes, including Sopwith Camels and Fokker DR-1s (the favorite of the Red Baron). Included also is a campaign game, giving you the opportunity to improve your skills and become an ace.

EUROPE ABLAZE

Three scenarios that depict all aspects of the air war that raged over Britain & Germany between 1939-45. SSGs menu game system allows all the aspects of the war, including weather and cloud cover, to be easily handled by the player. The game also includes a design kit for creating your own scenarios.

FIELD OF FIRE

Every aspect of this tactical simulation is historically accurate and the realism is highlighted with great high-res graphics. Assume command of Easy company and lead them through eight battles in North Africa and Europe.

GEMSTONE WARRIOR

A graphic, 'real-time' adventure in which you descend into the Netherworld to recover the five precious pieces of the shattered Gemstone to hold back a spreading evil.

GEMSTONE HEALER

You've retrieved the gemstone, now in the sequel to *GEMSTONE WARRIOR*, you must return to the deadly Netherworld again and find the tools to repair the sacred gem that you stole the first time!



GERMANY 1985

First of the series *WHEN SUPERPOWERS COLLIDE*. NATO must repel an invasion of West Germany by Warsaw Pact forces. Beautiful colour graphic displays, a sophisticated movement system and realistic combat rules, make this game a masterpiece.

GETTYSBURG

What started as just a skirmish, became the Turning point of the American Civil War. SSIs version of this conflict allows 1 or 2 players to re-enact this great battle. Three levels of play and accurate combat rules. Will suit both novice and veteran alike.

HALLS OF MONTEZUMA

From the capture of Mexico City in 1848 through two World Wars, Korea & Vietnam, the U.S. Marine Corps has a combat record second to none. Based on the *BATTLE FRONT* game system. With WARPAINT (which gives you complete graphic control over the icons used in the game) and WARPLAN design option, giving you even more control when designing scenarios.

IMPERIUM GALACTUM

Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum in this game of grand space-opera strategies.

KAMPFGRUPPE

One of the best computer games ever, this is for those wanting a superior tactical game covering the Eastern front. It has all the major tanks, tank destroyers, assault guns, AT guns, transport vehicles, support weapons and infantry guns that saw action on the Russian Front, 1941-45. Unit symbols represent a platoon, but combat/damage is resolved down to individual tanks, etc.

KNIGHTS OF THE DESERT

1-2 people can now re-create Rommel's campaign in North Africa. Players sweep the desert with their forces in an attempt to take control of key cities such as Benghazi and Tobruk.

MECHBRIGADE

A tactical game of combat from the 1950s to the 1990s. Includes all the major vehicles, weapons, equipment and helicopters of the USSR, West Germany, USA & Britain. Weapons such as ATGMs, SAMs, etc are included. This game uses the detailed KAMPFGRUPPE combat resolution system.

NAM

As commander of American troops stationed in Vietnam, you must make the decisions necessary to defeat your communist opponent. Calling in artillery and air strikes will flush out the dug in enemy, your only problem is finding them in the dense terrain.

NORTH ATLANTIC '86

Unleash state-of-the-art missiles, fighters, bombers and warships in this game of NATO-Soviet naval battles.

NORWAY 1985

Last in the *SUPERPOWERS SERIES*. The Soviet offensive into Central Europe is frozen solid, and counterattacks by NATO guerrilla ski troops may yet save Norway.

OPERATION MARKET GARDEN

From the terrain to the troops involved, every historical detail has been painstakingly recreated in this simulation and with the hidden movement option engaged, this game will challenge the wits and strategies of 1 or 2 players.

PANZER GRENADIER

You command an elite unit of Panzer Grenadiers fighting on the dreaded Eastern front. Will they be crushed by the overwhelming Russian forces, or be able to send the Bolsheviks scurrying back to Moscow. A simple solitaire game that's a lot of fun.

PANZERSTRIKE

Engage in highly detailed tank-to-tank & squad-to-squad combat in this high-res WW2 tactical game. Each unit is either one AFV, AT gun or infantry squad. Three theaters are covered; the entire Eastern Front, 1940 Western Front and North Africa. Panzerstrike is destined to become a classic. Included are two double sided disks, and a comprehensive list of vehicles, AFVs, infantry weapons, etc used in each of the above theaters.

PHANTASIE

In this popular simulation you create a party of six adventurers and lead them against the Dark Lord's hellish minions in an effort to retrieve eight magical rings. Features six character classes, fifteen races and a detailed skirmish system.

PHANTASIE II

To remove the evil warlocks curse the characters must travel through dangerous lands and dungeons in a quest to find and destroy a powerful magic orb. The system now features missiles combat and has the ability to transfer PHANTASIE characters.

PHANTASIE III

The Wrath of Nickademus. No longer is the evil wizard satisfied with just conquering an island, now he aims to conquer the world. He must be stopped, and the quest is yours. In this final confrontation with Nickademus you will find many new features including archery combat, new powerful spells, damage segmented into body locations and a new experience system.

PRESIDENT ELECT

Campaign for the presidency of America during a nine week race. Using a rating system for candidates (for charisma, socio-economic views, foreign policy positions, etc) you must run a successful campaign trail (advertising, debating and kissing babies) to win the coveted seat of power in American politics.

PROFESSIONAL TOUR GOLF

Excellent game of realistic tournament-level golf in which you tee off against the Masters on world famous courses.

QUESTRON

With the aid of the Great Book of Evil Magic, Mantor's legions have decimated the King's army. You have been selected as the last defender of the realm and must travel deep into Mantor's lands and dreaded dungeons to retrieve the book.

RDF 1985

The year is 1985(!). Soviet forces have seized control of the oil-rich area along the Persian Gulf in Saudi Arabia. The U.S. responds by sending in its Rapid Deployment Force. This is the 2nd game in SSI's series: *WHEN SUPERPOWERS COLLIDE*.

REACH FOR THE STARS 3rd Editon.

This new edition introduces many new features not included on the older version. This is a game for 1 to 4 people, in which players attempt to carve an empire from the vastness of space: destroying or capturing enemy colonies and worlds, building fleets and improving ship, navigational and industrial technologies. New social rules, land based armies and much more!

REALMS OF DARKNESS

Guide a band of up to eight adventurers as you explore an unknown land. Seven different quests. Superb graphics.

REBEL CHARGE AT CHICKAMAUGA

Three level game of the South's last major offensive thrust, September 20TH, 1863. A two-day battle in 13 turns with tactical and strategic maps.

REFORGER '88

NATO's annual defense exercise assuming a Soviet strike into West Germany through the Fulda Gap. Set on a scale of infantry squads and individual AFVs and aircraft. With chemical and nuclear options.

RINGS OF ZILFIN

A fiendish necromancer holds the town of Batiniq in thrall. Captor of one magic ring, Dragos needs only its mate to attain invincibility. You must set forth on a perilous quest to find and reunite the legendary rings and to depose the dark overlord. Beautiful graphics!

ROADWAR 2000

Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland, the highways are now

futuristic battlefields and cities are the plunder of violent gangs. You are a road gang leader who must locate 8 federal government scientists so that they may develop a vaccine against the modern plague.

ROADWAR EUROPA

A post-doomsday Europe is held hostage by maniacal terrorists who plan to detonate five nuclear missiles across the continent. You must lead a wild entourage of mercenaries and their vehicles to locate the missiles and terminate the terrorist leaders.

RUSSIA, GREAT WAR IN THE EAST

Detailed game of the entire bloody war in the East. Contains scenarios and campaign game.

SHARD OF SPRING

Embark on a journey of peril with five adventurers to regain the Shard of Spring which has the power of eternal springtime. A deadly quest through busy townships, the rugged wilderness and dank dungeons. More superb graphics.

SHILOH

The battle of the Tennessee River at Pittsburgh Landing in the American Civil War, two murderous days that would be General Grants first real trial by fire. Three levels of play.

SIX GUNS SHOOTOUT

Direct some infamous characters of the Wild West such as Billy the Kid and Wyatt Earp in the the bloody gunfights of that era.

SONS OF LIBERTY

Three epic battles of the American Revolution; Bunker Hill, Saratoga and Monmouth. 3 levels of play with solitaire option.

TIGERS IN THE SNOW

Operational level game of the Battle of the Bulge, the last great German offensive against the Americans in the winter of 1944. The monstrous King Tigers do battle

against the entrenched grunts with their daunting air support.

THE ETERNAL DAGGER

Your band of eight brave (but lacking in common sense) adventurers must search for the enchanted Eternal Dagger to close the Demon Portal before the gruesome and vile undead swarm out of its eerie depths and overwhelm Middleworld.

USAFAF

Simulates the daylight bombing raids against the industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Air Force. German military production hangs in the balance.

WAR IN RUSSIA

Advanced game of the East Front campaign, from the violent blitzkrieg assaults into Russia to the bitter winter battles around the fringes of Germany. Every division in the entire campaign is included in this grand-strategy simulation.

WARGAME CONSTRUCTION SET

Play games that you design! Create your own battlefields, build the forces and plan a bloody scenario where your grand armies will beat the crap out of each other.

WARPSHIP

Companion to *BATTLECRUISER*. Has 79 ship classes from the Allied and Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.. The ship to ship action is extremely detailed and authentic.

WIZARDS CROWN

The Wizards Crown has been usurped by the Wizard of Thunder. The crown lies imprisoned behind the shattered walls of a ruined city and now eight fearless adventurers must dare the perils of this cursed domain and return with the sacred dingus.

GAME TITLE	C-64	APPLE	ATARI	IBM	AMIGA	ST	MAC
SSI 50 MISSION CRUSH	69.95	69.95	69.95	69.95			
SSI B-24	69.95	69.95		69.95		69.95	
SSI BALISTIC 1985	69.95	69.95					
SSI BATTALION COMMANDER	69.95	69.95	69.95				
SSI BATTLE FOR NORMANDY	69.95	69.95					
SSG BATTLES IN NORMANDY	49.95	49.95					
SSI BATTLEGROUP	69.95	69.95					
SSI BATTLE OF ANTIETAM	69.95	69.95	69.95	69.95			
SSI BATTLECRUISER	69.95	69.95	69.95				
SSG BATTLEFRONT	49.95	49.95					
SSI BROADSIDES	69.95	69.95	69.95				
SSI CARRIER FORCE	69.95	69.95	69.95				
SSG CARRIERS AT WAR	49.95	49.95					
SSI COLONIAL CONQUEST		69.95				69.95	
SSI COMPUTER AMBUSH	69.95	69.95	69.95				69.95
SSI COMPUTER BASEBALL	69.95	69.95	69.95	69.95			69.95
SSI COMPUTER QUARTERBACK	69.95	69.95	69.95				
SSI COSMIC BALANCE		69.95	69.95				69.95
SSG DECISIVE BATTLES OF U.S. CIVIL WAR	49.95	49.95					
SSG EUROPE ABLAZE	49.95	49.95					
SSI FIELD OF FIRE	69.95	69.95	69.95				
SSI GEMSTONE WARRIOR	69.95	69.95	69.95				69.95
SSI GEMSTONE HEALER	69.95	69.95					
SSI GERMANY 1985	69.95	69.95					
SSI GETTYSBURG	69.95	69.95					
SSG HALLS OF MONTEZUMA	49.95	49.95					
SSI IMPERIUM GALACTUM	69.95	69.95	69.95				
SSI KAMPFGRUPPE	69.95	69.95	69.95	69.95			
SSI KAMPFGRUPPE SCENARIOS	30.00	30.00					
SSI KNIGHTS OF THE DESERT	69.95	69.95	69.95	69.95			
SSI MECHBRIGADE	69.95	69.95	69.95				
SSI NAM	69.95	69.95	69.95				
SSI NORTH ATLANTIC '86							69.95
SSI NORWAY 1985	69.95	69.95					
SSI OPERATION MARKET GARDEN	69.95	69.95	69.95	69.95			
SSI PANZER GRENADIER	69.95	69.95	69.95				
SSI PANZERSTRIKE	69.95	69.95					
SSI PHANTASIE	69.95	69.95	69.95	69.95			
SSI PHANTASIE II	69.95	69.95	69.95				69.95
SSI PHANTASIE III	69.95	69.95				69.95	69.95
SSI PRESIDENT ELECT	69.95	69.95					69.95
SSI PROFESSIONAL TOUR GOLF	69.95						
SSI PRO. TOUR GOLF MODULE 1	25.00						
SSI QUESTRON	69.95	69.95	69.95				
SSI RDF 1985	69.95	69.95					
SSG REACH FOR THE STARS 3RD ED.	49.95	49.95					49.95
SSI REALMS OF DARKNESS	69.95	69.95					
SSI REBEL CHARGE AT CHICKAMAUGA	69.95	69.95	69.95	69.95			
SSI REFORGER 88							
SSI RINGS OF ZILFIN	69.95	69.95					
SSI ROADWAR 2000	69.95	69.95					
SSI ROADWAR EUROPA	69.95	69.95					
SSG RUSSIA: GREAT WAR IN EAST	49.95	49.95					
SSI SHARD OF SPRING	69.95	69.95					
SSI SHILOH	69.95	69.95	69.95				
SSI SIX GUN SHOOTOUT	69.95	69.95	69.95				
SSI SONS OF LIBERTY	69.95	69.95	69.95				
SSI STAR COMMAND							
SSI STELLAR CONQUEST							
SSI TIGERS IN THE SNOW	69.95	69.95	69.95				
SSI THE ETERNAL DAGGER	69.95	69.95	69.95				
SSI USAFAF	69.95	69.95	69.95				
SSI WAR IN RUSSIA							
SSI WAR IN THE SOUTH PACIFIC	69.95	69.95					
SSI WARGAME CONSTRUCTION SET	69.95						
SSI WARSHIP	69.95	69.95	69.95				
SSI WIZARD'S CROWN	69.95	69.95	69.95				

ROLEPLAYING

NEW ITEMS: All new products will be marked by a dot (*) symbol besides the product's name. For example:
TS2 * The Doomsday Drop • \$13.00

AFTERMATH

SCI-FI Set in Australia hundreds of years after the holocaust of the early 1990's. Features a rather detailed combat/damage system.

AFTERMATH	\$40.00
Into the Ruins	\$15.00
Morpheus	\$18.00
Sydney (campaign)	\$16.50
Karo	\$12.00

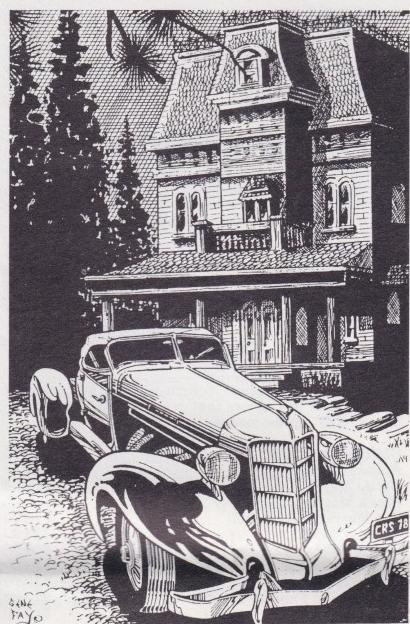
BOOT HILL

HISTORIC The American Wild West as portrayed in countless films and books. A good beginner's RPG.

BOOT HILL	\$30.00
Referee's Screen & Mini Module	\$10.00
BH1 Mad Mesa	\$10.00
BH2 Lost Conquistador Mines	\$10.00
BH3 Ballots & Bullets	\$10.00
BH5 Burned Bush Wells	\$11.00
BH6 Range War!	\$11.00

CALL OF CTHULHU

HORROR H.P. Lovecraft's monstrous mythos and their morbid minions plague a 1920's Earth. An atmospheric gothic-horror game designed to chill the blood!



CALL OF CTHULHU	\$30.00
Alone Against the Dark	\$18.00
Alone Against the Wendigo	\$16.50
Arkham Horror (Boardgame) •	\$50.00
The Asylum and Other Tales	\$22.00
Cthulhu by Gaslight	\$40.00
The Cthulhu Companion	\$15.00
Cthulhu Now •	\$35.00
Cthulhu Monster Flash Cards •	TBA
Dreamlands	\$50.00
Fragments of Fear: 2ND Companion	\$16.50
The Fungi from Yoggoth	\$20.00
The Great Old Ones •	TBA
Green and Pleasant Land	\$20.00
Investigator's Kit •	TBA
Keeper's Screen	\$9.00
Lands of Mystery	\$17.00
Masks of Nyarlathotep	\$35.00
Miskatonic U. Graduate Kit	\$22.50
Nightmare in Norway	\$10.00
Shadows of Yog-Sothoth	\$20.00
The Statue of the Sorcerer & The Vanishing Conjurer	\$20.00
Spawn of Azathoth	\$45.00
Terror Australis	\$35.00
Terror from the Stars	\$15.00
Trail of the Loathsome Slime	\$10.00

CHAMPIONS

SUPERHERO Daring Do-gooders and Butch Baddies beat the crap out of each other in the endless struggle for world domination (or at least some media exposure).

CHAMPIONS	\$20.00
CHAMPIONS II	\$16.00
CHAMPIONS III	\$16.00
Referee's Screen & Mini Module	\$10.00
Bad Medicine for Dr. Drugs	\$11.00
Deathstroke	\$10.00
Enemies	\$10.00
Enemies II	\$10.00
Enemies III	\$10.00
Gadgets!	\$12.00
Hero Bestiary	\$12.00
Magic Items •	\$14.00
Primus & D.E.M.O.N.	\$10.00
Stronghold	\$10.00
Super Agents	\$20.00
The Blood and Dr. McQuark	\$10.00
The Circle and M.E.T.E.	\$10.00
The Coriolis Effect	\$14.00
The Great Super-Villian Contest	\$10.00
V.O.L.C.E. of Doom	\$10.00
Wrath of the Seven Horseman	\$10.00

CONAN

FANTASY Join Conan as he travels fantastic lands and fights terrible creatures in his never ending search for power, wealth & extravagantly proportioned women.

CONAN	\$30.00
CN1 Conan the Buccaneer	\$11.00
CN2 Conan the Mercenary	\$13.00
CN3 Conan Triumphant	\$13.00

CYBORG COMMANDO

SCI-FI In the year 2035, Earth is attacked by the Xenoborgs... our only defense is a cadre of super-soldiers who are part man, part machine. Gary Gygax's new RPG.

CYBORG COMMANDO •	\$30.00
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DANGER INTERNATIONAL

MODERN Spies, mercs and super-agents compete on clandestine operations in the glamorous (and nefarious), high-tech world of global espionage.

DANGER INTERNATIONAL	\$25.00
Border Crossing	\$10.00
S.H.A.D.O.W. over Scotland	\$12.00
Super Agents	\$20.00

DC HEROES

SUPERHERO Features the super-endowed characters from the universe of the DC Comics having the usual confrontations and 'amazing' escapes from death.

DC HEROES	\$40.00
Batman	\$20.00
Blood Feud	\$13.00
Countdown to Armageddon	\$17.00
Don't Ask	\$14.00
Doomsday Program	\$15.00
Dream Machine	\$11.00
Element of Danger	\$14.00
Escort to Hell	\$15.00
Eternity Inc.	\$17.00
Fire and Ice	\$15.00
Four Horsemen of Apokolips	\$11.00
Hardware Handbook	\$15.00
H.I.V.E. •	\$14.00
King for all Time •	\$12.00
King of Crime	\$17.00
Knight to Planet 3	\$14.00
Legion of Superheroes Vol. 1	\$22.50
Legion of Superheroes Vol. 2	\$20.00
Lights, Camera, Kobra!	\$11.00
Mad Rook's Gambit	\$11.00
Night in Gotham	\$11.00
Pawns of Time	\$14.00
Project Prometheus	\$13.00
Rigged Results	\$11.00
Siege	\$13.00
The Superman Sourcebook •	\$20.00
Watchmen: Who Watches the Watchmen?	\$14.00
Watchmen: Taking Out the Trash •	\$14.00
Wheel of Destruction	\$13.00

DOCTOR WHO

SCI-FI From the TV series of eccentric adventurers and their exotic travels through time and space (with a strong penchant of going to unfriendly places).

DOCTOR WHO	\$27.00
City of Gold	\$17.00
Countdown	\$17.00
Cybermen	\$17.00
Legions of Death	\$19.00
Lords of Destiny	\$13.50
The Daleks	\$17.00
The Iyteen Menace	\$13.50
The Master	\$17.00
Warrior's Code	\$15.00

DUNGEONS AND DRAGONS

FANTASY The beginner's version of AD&D : create the chronicles of a party of adventurers in a world of magic, monsters and fabulous treasures.

D&D BASIC RULES Set 1	\$20.00
For levels 0-3 only.	
AC2 Basic & Expert Combat Screen	\$11.00
AC3 3-D Dragon Tiles	\$18.00
B1-9 In Search of Adventure	\$30.00
B7 Rahasia	\$13.00
B8 Journey to the Rock	\$13.00
B10 Night's Dark Terror	\$20.00

D&D EXPERT RULES Set 2	\$30.00
For adventurers of levels 4-14 inclusive.	
BX1 The Islandia Campaign •	TBA
X4 Master of the Desert Nomads	\$10.00
X7 The War Rafts of Kron	\$13.00
X8 Drums on Fire Mountain	\$13.00
X9 The Savage Coast	\$13.00
X10 Red Arrow, Black Shield	\$20.00
X11 Saga of the Shadow Lord	\$22.50
X12 Skarda's Mirror	\$16.50
X13 Crown of Ancient Glory •	\$16.50
XS2 Thunderdelve Mountain	\$13.00
O1 The Gem and the Staff	\$10.00
O2 Blade of Vengeance	\$12.50
DA1 Adventures in Blackmore	\$20.00
DA2 Temple of the Frog	\$16.50
DA3 City of the Gods	\$17.00
DA4 The Dutchy of Ten	\$16.50
D&D COMPANION RULES Set 3	\$30.00
For adventurers of levels 15-25 inclusive.	
CM1 Test of the Warlords	\$13.00
CM2 Death's Ride	\$13.00
CM3 Sabre River	\$13.00
CM4 Earthshaker!	\$13.00
CM5 Mystery of the Snow Pearls	\$14.00
CM6 Where Chaos Reigns	\$13.00
CM7 The Tree of Life	\$16.50
CM8 The Endless Stair	\$16.50
CM9 Legacy of Blood	\$13.00

D&D MASTER RULES Set 4	\$30.00
For adventurers of levels 26-36 inclusive.	
AC7 Master's Players Screen	\$13.00
M1 Into the Maelstrom	\$13.00
M2 Vengeance of the Alphaks	\$16.00
M3 Twilight Calling	\$16.00
M4 Five Coins for a Kingdom	\$16.50
M5 Talons of Night •	\$13.00

D&D IMMORTALS Set 5	\$30.00
The bigger they are, the harder they fall...	
IM1 The Immortal Storm	\$16.50
IM2 The Wrath of Olympus	\$16.50
IM3 The Best of Intentions	\$13.00

D&D CAMPAIGN GAZETTEERS

A very detailed campaign world series.

GAZ1 The Dutchy of Karameikos	\$20.00
GAZ2 The Emirate of Ylarum	\$16.50
GAZ3 The Principality of Glatri	\$20.00
GAZ4 The Kingdom of Ierendi •	\$16.50
The Elves of Alphheim •	TBA
The Dwarves of Rockhome •	TBA
The Northern Reaches •	TBA
The Five Shires •	TBA
The Mimrothad Guilds •	TBA
The Orcs of Thar •	TBA

D&D GAME ACCESSORIES

Game playing aids for all five D&D box sets.	
AC1 The Shady Dragon Inn	\$13.50
AC4 The Book of Marvelous Magic	\$20.00
AC6 Player Character Sheets	\$17.50
AC9 Creature Catalogue	\$25.00
AC10 Giants & Dragon Bestiary •	\$18.00
AC11 Wonderous Inventions •	\$18.50

ADVANCED DUNGEONS & DRAGONS

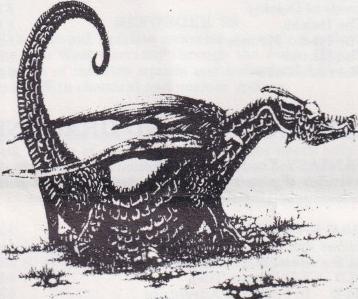
FANTASY Creates the exploits of a group of characters from their humble mediaeval origins to the pinnacle of social and political power in a fantastic world.

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REF2 PC Record Sheets	\$15.00
REF3 The Book of Lairns	\$25.00
REF4 The Book of Lairns II	\$25.00
World of Greyhawk (Campaign)	\$30.00
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FANTASY An extensive, excellent series on the geography, history, economy, culture and pantheon of the land of Harn. Ideal aid for any fantasy campaign.

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SUPPLEMENTS

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House Steiner: Lyran Commonwealth	\$30.00
House Skurita: Draconis Comprise •	\$30.00
House Liao: Capellan Confederation •	\$30.00

*See WARGAMES Catalogue (*BATTLETECH*)*

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FANTASY A range of fantasy supplements and adventure modules that can be used in any fantasy RPG system (approved for use with *AD&D*™ ©,® etc).

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Dragons of Weng Tsen	\$10.00
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Fantastic Treasures	\$22.50
Fantastic Treasures II	\$20.00
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FANTASY A fine moderate complexity alternative fantasy RPG. More detail than most small systems but doesn't try to inundate the reader with rules.

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Monsters and Animals	\$25.00
Book 2: The Old Ones	\$30.00
Arms of Nargash Tor (Module)	\$10.00
Book 3: The High Seas	\$30.00

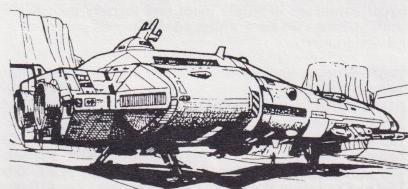
PARANOIA

SCI-FIhumorous RPG about a computer government, clones, bureaucracy, secret societies, mutants, weird inventions & robots. A fast, furious & fun game.



MEGATRAVELLER

SCI-FIBasically this is a fully revised and polished edition of *TRAVELLER*. It will feature the usual plethora of supplements and modules but will be easier to digest!



MEGATRAVELLER

SUPPLEMENTS

Player's Manual •	\$60.00
Referee's Manual •	\$22.50
Imperial Encyclopedia •	\$20.00
See <i>TRAVELLER</i> listing.	\$20.00

ADVENTURE SUPPLEMENTS

Assassins of Dol Amroth •	\$10.00
Bree and the Barrow Downs	\$12.00
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MERP Rule Book 2ND Ed.	\$15.00
Middle Earth map: Tube or Folded	\$12.00

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Paranoia Book (Hardback)	\$40.00
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SCI-FIA post Sathar-war universe where multi-racial PCs adventure through space in search of action, fame, glory, romance... and lots and lots of money.

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SFKH3Face of the Enemy	\$13.00
SFKH4The War Machine	\$13.00
Referee's Screen	\$6.50
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SCI-FICovers the Federation-era universe as based on the TV series and several movies, but with further detail and history to enhance the campaign game.

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STAR TREK DELUXE	\$40.00

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Federation Ship Recognition Manual	\$15.00
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Klingon Ship Recognition Manual	\$17.00
Romulan Ship Recognition Manual	\$17.00
Ship Construction Manual 2ND Ed.	\$25.00
Star Fleet Intelligence Manual	\$25.00
Starship Combat Hex Grids (5)	\$15.00
Star Trek GM Screen	\$15.00
Star Trek 3 Sourcebook Update	\$15.00
Star Trek 4 Sourcebook Update	\$27.00
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Termination 1456	\$15.00
The Dixie Gambit	\$18.00
The Mines of Selka	\$18.00
The Orion Ruse	\$12.00
The Outcasts	\$15.00
The Triangle	\$25.00
The Triangle Campaign	\$17.00
Trader Captains and Merchant Princes	\$12.00
Where Has All the Glory Gone?	\$15.00
Witness for the Defense	\$12.00

STAR WARS

SCI-FIThis is a great RPG for beginners who enjoy their roleplay. Features basic game mechanics with greater detail on background material.

STAR WARS	\$35.00
The Star Wars Sourcebook •	\$30.00
Star Warriors •	\$50.00
Star Wars Campaign Pack •	\$24.00
Tatooine Manhunt •	TBA

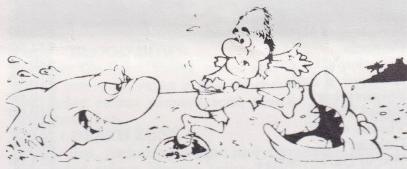
TEENAGE MUTANT NINJA TURTLES

SCI-FIAnother post-World War III RPG, populated with some very strange denizens. Features adventures both on Earth and the far reaches of Space. Well illustrated.

TEENAGE MUTANT NINJA TURTLES	\$20.00
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TMNT Adventures	\$15.00
Road Hogs	\$15.00
Turtle's Guide to the Universe	\$15.00

TOON

CARTOONS Recreates the slap-stick antics of the TV cartoon serials and as such allows PCs to do anything and to survive the most horrendous of injuries!



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MODERN Spies and Super-agents clash with the usual entourage of wildly inept and terribly inaccurate soldiers/thugs/hit-men whilst on dangerous governmental assignments.

TOP SECRET 2ND Ed. •	\$40.00
TOP SECRET	\$18.00
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Agent Dossiers	\$10.00
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Referee's Screen	\$10.00
TS1 Operation Starfire (2ND Ed.)	\$13.00
TS2 Operation Rapid Strike!	\$10.00
TS3 The Doomsday Drop (2ND Ed.) •	\$13.00
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Tactical World War II rules. This boxed set contains a rulebook (with basic & advanced systems), a vehicle data book (for Germany, Italy, USSR, USA & the UK), 1 unit organization book, 1 campaign rulebook, 1 rules summary folder, 4 card charts, markers and 6 scenarios. This is a very playable system for 1/285TH, 15mm and HO scale models.

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Tactical WW2 miniatures rules designed in Australia. This is the 3RD Ed. and can be used with 1/76ND or 1/285TH scale models. Each figure or model represents one man or vehicle in real life, so these rules are very detailed, but simple game mechanics make it a fast moving simulation. Contains more comprehensive gun tables, vehicle charts and army lists than any other set of WW2 rules. Covers 12 nationalities, including minor countries such as Poland, Italy, etc. The extensive mechanical and organizational background material complement this very well designed system.

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GHQ1007	StuH-42 (3) & PzJg IV	\$10.00
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- 02: Ger: 1000; 1009. Rus: 2 x 2000; 2009.
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- 04: Ger: 2 x 1000; 10-05; 2 x 1009. Rus: 2001; 2 x 2003; 2 x 2009.

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DRAGONS

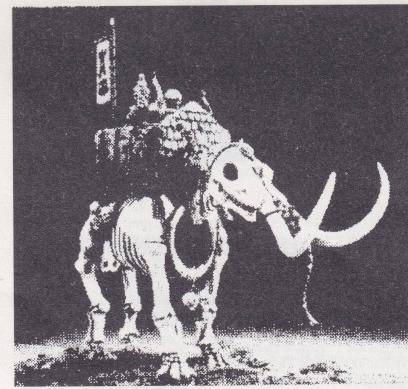
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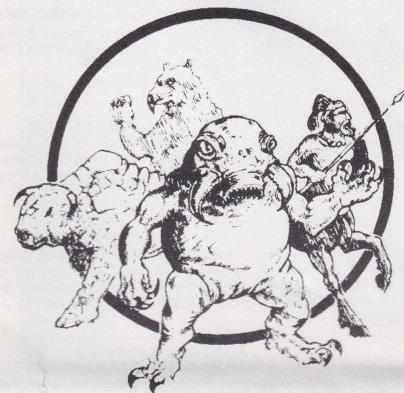
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LORD OF THE RINGS SPECIALS

CITME Special #1: Any 10 of the \$5 packs can be purchased for \$45.00.
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BOXED SETS

CITBME1	Fellowship of the Ring (Contains 10 25mm Metal Figures)	\$22.20
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CITBME3	Encounter at Khazad-Dum (Magnificent Balrog with Gandalf, Legolas & Boromir)	\$60.00

MACHINERIES OF DESTRUCTION Boxed Sets 25mm

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CITMD2	Skull Crusher Catapult	\$30.00
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CITMD5	Man-Mangler (Orc Mangonel)	\$30.00
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CITMD7	Gobblobber: Dwarf Onager	\$50.00
CITMD8	Skeleton War Machines	\$50.00

ARCANE MONSTROSITIES Boxed Sets 25mm

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CITTA4	Orc War Machine with Crew	\$31.50
CITTA5	Giant War Eagle & Rider	\$34.00

DRAGONS Boxed Sets 25mm

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CITDRAG2	Blue Dragon & Sorceress	\$27.00
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CITDRAG4	Great Fire Dragon & Knight	\$27.00
CITDRAG5	Great Imperial Dragon	\$65.00
CITDRAG6	Orc War Wyvern	\$50.00
CITDRAG7	The Dragon Masters	\$50.00
CITDS1	Lava Dragon (15cm)	\$50.00
CITDS2	Dragon Ogre (9.5cm)	\$25.00
CITDS3	Horned Dragon (17cm)	\$27.00
CITDS4	Rock Dragon (16cm)	\$30.00
CITDS5	Forest Dragon (6.5cm)	\$4.50
CITDS6	Serpentine Dragon (11cm)	\$16.00
CITDS7	Fire Dragon (5.5cm High)	\$12.00
CITDS8	Nightmare Dragon (20cm)	\$30.00

REGIMENTS OF RENOWN Boxed 25mm Sets

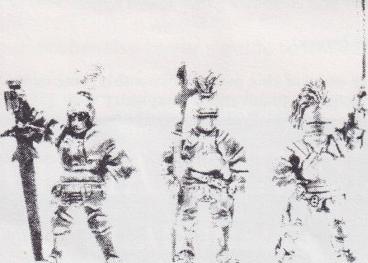
CITRRD1	Bugman's Dwarf Rangers (17 Figs.)	\$50.00
CITRRD2	Skeleton Nightmare Legion (24)	\$50.00
CITRRD3	Harborth's Orc Archers (17 Figs.)	\$50.00
CITRRD4	Skarloc's Wood Elf Archers (17.)	\$50.00
CITRRD5	Ruglud's Armored Orcs (17 Figs.)	\$50.00
CITRRD6	Ulthar's Dwarf Dragon Company (19 Figs.)	\$50.00
CITBP3	Fantasy Regiments (60 plastic Fig. ²)	\$50.00
	(*10 each of Elf, Dwarf, Orc, Goblin, Dark Elf & Skaven)	

BOXED SETS Each with 9-12 25mm Metal Figures

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CITBC2	Monster Starter Set	\$22.50
CITBC3	Dwarf Lords of Legend	\$22.50
CITBC4	Mighty Uzezd's Commandos	\$22.50
CITBC5	Eternal Champions	\$22.50
CITBC6	Chaos Dwarves	\$22.50
CITBC7	Heroic Fighters	\$22.50

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CITF2	Fighters (5)	\$10.95



CITF3	Barbarians (6)	\$11.00
CITF4	Men at Arms (5)	\$11.00
CITF5	Marauders (5)	\$11.00
CITF6	Warriors (6)	\$11.00
CITF7	Medieval Cavalry	\$11.00

DWARVES

CITD1	Dwarves (2)	\$5.00
CITD2	Northern Dwarves (5)	\$11.00
CITD3	Chaos Dwarves (5)	\$11.00
CITD4	Dwarf Adventurers (5)	\$11.00
CITD5	Dwarf Villagers (5)	\$11.00

CHAOS NASTIES!		
CITCH1	Single Chaos Warrior	\$2.50
CITCH2	Chaos Warriors (3)	\$9.00
CITCH3	Chaos Champions (3)	\$9.00
CITCH4	Chaos Beastmen (5)	\$11.00
CITCH5	Sorcerers & Familiars (2/2)	\$9.00
CITCH6	Chaos Thugs (5)	\$11.00

ELVES		
CITELF1	Elven Warriors	\$10.95
CITELF5	Assorted Elven Personalities	\$10.95
CITELF6	Various Mounted Elves	\$10.95
ORCS		

CITORC1	Warrior Orcs (5)	\$11.00
CITORC2	Savage Orcs (5)	\$11.00
CITORC4	Ore Champions (4)	\$11.00
CITORC5	Ore Villagers (5)	\$11.00
CITORC6	Ore Boar Rider	\$11.00

THE UNDEAD		
CITUND1	Undead Warriors	\$11.00
CITUND2	Skeletons	\$11.00
CITUND3	Zombies	\$11.00
CITUND4	Night Horrors	\$11.00
CITUND5	Undead Champions	\$11.00
CITUND6	Undead Cavalry	\$11.00

CITJD4	Judges	\$9.00
CITJD5	Rogue Trooper	\$9.00
CITJD6	Dark Judges (Fear/Fire/Mortis)	\$9.00
CITJD11	Rogue Trooper II	\$9.00
CITJD17	Brit-Cit Judge on Lawmaster	\$9.00

TALISMAN		
CITTL1-12	Various TALISMAN characters	\$11.00

DOCTOR WHO		
CITDW1	The Three Doctors	\$9.00
CITDW3	Daleks (3)	\$9.00
CITDW5	Ice Warriors (3)	\$9.00
CITDW6	Cybermen (3)	\$9.00
CITDW8	Davros, K-9 & Dalek	\$9.00
CITDW9	Time Lord Characters	\$9.00

CITADEL GENERAL RANGE		
CITC02	Wizards (5)	\$11.00
CITC03	Clerics (5)	\$11.00
CITC04	Thieves (5)	\$11.00
CITC07	Rangers (4)	\$11.00
CITC08	High Elves (5)	\$11.00
CITC09	Dark Elves (5)	\$11.00
CITC10	Half Orcs (4)	\$11.00
CITC11	Halflings (7)	\$11.00

CITC12	Goblins (5)	\$11.00
CITC13	KALEB DAARK Personalities	\$11.00
CITC14	A flock of Snoblins (11)	\$11.00
CITC17	Skeletons	\$9.00
CITC18N	Night Horrors	\$9.00
CITC18Z	Zombies	\$9.00
CITC20	Troll	\$9.00
CITC21	Fantasy Cavalry	\$7.50
CITC22C	Various Creatures	\$7.00
CITC22M	Various War Machines	\$11.00
CITC23	Hideous Giant Ogre	\$9.00
CITC25	Minotaur	\$9.00
CITC27	Ratman Fire-Thrower	\$9.00
CITC28	Giants	\$15.00
CITC29	Large Monsters(s)	\$9.00
CITC31	Balgorg or Giant Monsters	\$15.00
CITC32	Slann (3)	\$9.00
CITC34	Zoat or Minotaur Lord	\$11.00
CITC36	Hobgoblin	\$2.50
CITC46	Militia & Villagers	\$11.00
CITC47	Skaven (Ratmen)	\$11.00
CITC100C	Chainsaw Warriors (3)	\$9.00
CITC100S	Imperial Space Marine	\$3.50

SHIELD TRANSFER SHEETS

Arcane Amorials \$25.00

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Boxed Acrylic Colours \$30.00

Color Paint Set #1 \$30.00

Color Paint Set #2 \$30.00

Monster Paint Set \$30.00

MAGAZINES

Citadel Journal Spring '87 \$7.95

Citadel Compendium 3rd Ed \$7.95

Subscription to White Dwarf (6 Mags.) \$45.00

These all contain extensive coverage on miniatures, the Journal and Compendium being devoted entirely to Citadel Miniatures.

PLASTIC FIGURES 25mm Miniatures

CITBP1	Skeleton Horde	\$18.00
CITBP2	Daleks & Cybermen	\$22.50
CITPS1	Psycho-Styrene Dwarves (3)	\$3.50
CITPS2	Drastik Plastic Orcs (3)	\$3.50
CITPS3	WARLOCK OF FIRETOP MT. Figs	\$4.50

TRAVELLER Boxed Sets 20 15mm Figures per box.

GAM2001 Set 1: Adventurers \$12.00

GAM2002 Set 2: The Military \$12.00

GAM2003 Set 3: Ship's Crew \$12.00

GAM2004 Set 4: Citizens \$12.00

GAM2005 Set 5: Aliens \$12.00

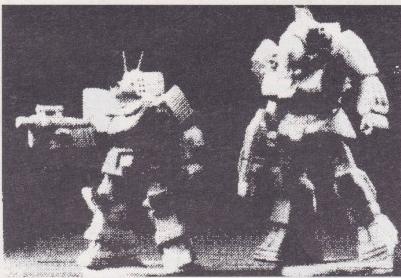
SPECIAL Sets #1-5 as package \$50.00

FASA STAR TREK

Blister Packs with one 1/3900th scale metal ship.

FAS2501	USS Enterprise (New)	\$10.00
FAS2502	USS Reliant Cruiser	\$9.00
FAS2503	Klingon D-7 Battlecruiser	\$10.00
FAS2504	Romulan Bird of Prey	\$10.00
FAS2505	USS Enterprise (Old)	\$9.00
FAS2507	USS Larson Destroyer	\$10.00
FAS2508	Klingon D-10 Cruiser	\$10.00
FAS2509	Klingon D-18 Destroyer	\$10.00
FAS2510	Klingon K-23 Escort	\$10.00

FAS2526	USS Baker Destroyer	\$10.00
FAS2527	Rom. Nova Battleship	\$30.00
FAS2528	Romanian Bright One (2)	\$10.00
FAS2529	Klingon L-24 Battleship	\$25.00
FAS2530	Klingon D-2 Missile Ship	\$10.00
FAS2531	Romanian Whitewind	\$10.00
FAS2532	USS Northhampton Cruiser	TBA
FAS2533	USS Remora Escort	TBA
FAS2534	USS Andor Missile Cruiser	TBA



FASA DOCTOR WHO
TARDIS box with 3 25mm figures.

FAS9501	The Five Doctors	\$16.00
FAS9502	Sarah, Leela & Adric	\$10.00
FAS9503	Daleks	\$12.00
FAS9504	Cybermen	\$10.00
FAS9505	Brigadier & U.N.I.T. Troops	\$10.00
FAS9506	Sgt. Benton & U.N.I.T. Troops	\$10.00
FAS9507	Time Lords	\$10.00
FAS9508	Temporal Marauders	\$10.00
FAS9509	Ice Warriors	\$10.00
FAS9510	More Time Lords	\$10.00
FAS9511	Master, Davros & Dalek	\$10.00
FAS9512	Jo Grant, Romana & K-9	\$10.00
FAS9513	Even more Time Lords	\$10.00
FAS9514	Sea Devils	\$10.00

FASA RENEGADE LEGION
Boxed Sets of 2 Superb Metal Miniatures.

FAS5901	Spiculum Mdm Fighter	\$9.00
FAS5902	Verutum Light Fighter	\$10.00
FAS5903	Cheetah Light Fighter	\$10.00
FAS5904	Guardian Mdm Fighter	\$10.00
FAS905	Fluttering Petal	\$10.00
FAS906	Gladius	\$10.00
FAS910	Martiobarulus	\$10.00

STARLINE 2200
Blister Packs: Metal STAR FLEET BATTLES miniatures. Please write for a complete list. There are over 50 ship types.

ROBOTECH PLASTIC KITS
Boxed Sets containing one plastic model kit.

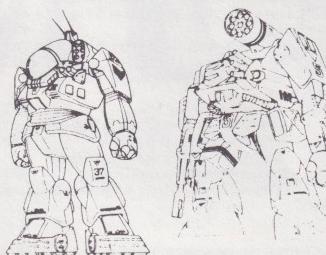
Destroid Defender: 1/100th scale	\$13.00
SDF-1 Super Fortress: 1/8000th scale	\$13.00
VF-1S Roy Focker Special: 1/100th	\$13.00
Breetai's Flagship: 1/20000th scale	\$13.00

RAL PARTHA BATTLETECH

Blister Packs: Each contains 1 metal miniature unless stated otherwise. U.S. Manufactured.

RAL800	Hex Bases (4)	\$8.25
RAL806	Hunter: 2 Missile Tanks	\$9.00
RAL807	Striker: 2 Armoured Cars	\$9.00
RAL808	Pegasus: 2 Light Hover	\$9.00
RAL816	Vedette: 2 50 ton Tanks	\$12.00
RAL822	Demolisher Super Heavy Tank	\$10.50
RAL823	Kurita Infantry: 54 men	\$15.50
RAL824	Davion Infantry: 54 men	\$15.50
RAL831	STG-3R Stinger/VF-1A	\$6.50
RAL832	WSP-1A Wasp/VF-1S	\$6.50
RAL833	PXH-1 Phoenix Hawk	\$8.00
RAL834	CRD-3R Crusader	\$8.00
RAL835	GRF-1N Griffin	\$8.00
RAL836	SHD-2H Shadow Hawk	\$8.00
RAL837	WVR-6R Wolverine	\$8.00
RAL838	BLR-1G Battlemaster	\$8.00
RAL839	TDR-5S Thunderbolt	\$8.00
RAL840	WHM-6R Warhammer	\$10.50
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RAL842	ARC-3R Archer	\$8.00
RAL843	MAD-3R Marauder	\$13.00
RAL844	LCT-IV Locust	\$8.00
RAL845	AS-7D Atlas	\$13.00
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RAL848	ONI-1K Orion	\$10.50
RAL849	CN9-A Centurion	\$8.00
RAL850	FS9-H Firestarter	\$8.00
RAL851	VLK-QA Valkyrie	\$8.00
RAL852	CPLT-C1 Catapult	\$10.50
RAL853	PNT-9R Panther	\$8.00
RAL854	HBK-4G Hunchback	\$7.50

RAL855	OIT-4D Ostscout	\$10.50
RAL856	ZEU-6S Zeus	\$12.00
RAL857	UM-R60 Urbanmech	\$6.50
RAL858	CDA-2A Cicada	\$8.00
RAL859	SCP-1N Scorpion	\$10.50
RAL860	VTR-9B Victor	\$12.00
RAL861	JM6-S JagerMech	\$10.50



RAL862	STK-3F Stalker	\$12.00
RAL863	CP10-Z Cyclops	\$13.00
RAL864	HCT-3 Hatchetman	\$9.00
BATTLETECH BOXED SETS		
There is a complete Lance with metal bases per box.		
BX801	Recon Lance	\$30.00
BX802	Light Lance	\$30.00
BX803	Medium Lance	\$30.00
BX804	Fire Lance	\$35.00
BX805	Heavy Lance	\$35.00
BX806	Assault Lance	\$40.00
TCI BATTLETECH Plastic Kits		
Boxed Sets containing two plastic Mech kits, transfers & scenario.		
TCI081	Shadow Hawk & Scorpion	\$18.00
TCI082	Griffin & Locust	\$18.00
TCI083	Thunderbolt & Battlemaster	\$18.00
TCI084	Wolverine & Goliath	\$18.00
TCI085	Crusader & Archer	\$18.00
TCI086	Rifleman & Warhammer	\$18.00
TCI087	Marauder & Ostroc II	\$18.00
TCI088	Wasp & Wasp LAM	\$18.00
TCI089	Stinger & Stinger LAM	\$18.00
TCI090	Phoenix Hawk & LAM	TBA
NIP23048	Shadowhawk SHD-2D	\$4.00
NIP23047	Shadowhawk SHD-2H	\$4.00
NIP23049	Griffin GRF-1N	\$4.00
NIP23050	Griffin GRF-1S	\$4.00

SUBSCRIPTIONS

AMAZING. An American soft-cover book that contains 162 pages of Science Fiction and Fantasy short stories and poetry. This publication has been produced for over thirty years and contains submissions by professional authors and artists. Bimonthly.

\$24.00 (6 Issues) \$46.00 (12 Issues)

AUTODUEL QUARTERLY. A Steve Jackson publication catering exclusively for CAR WARS gamers. This B4 sized magazine contains a wealth of scenarios, supplements, errata and short stories.

\$18.00 (4 Issues) \$35.00 (8 Issues)

BATTLEPLAN. A recent bimonthly magazine that features articles on old and new board wargames or computer simulations. Readers and professional game designers submit scenarios, good variant rules, new units and strategy plans for both popular and semi-popular games.

\$36.00 (6 Issues) \$69.00 (12 Issues)

CHALLENGE. A GDW publication...thus it comes as no great surprise that this 68 page quarterly presents multiple articles, scenarios, supplements and errata for TRAVELLER, TWILIGHT 2000 and TRAVELLER 2300! With an occasional foray in another game, like BATTLETECH. Certainly a must for players of those RPG's.

\$23.00 (4 Issues) \$44.00 (8 Issues)

DRAGON. A monstrous monthly 'mag, 100 pages (with lots & lots of ads) that deal with products made by TSR. The emphasis is on ADVANCED DUNGEONS & DRAGONS, with mini-modules, new rules supplements and campaign notes for both players and DM's. This publication also ventures into the realms of TOP SECRET, GAMMA WORLD, STAR FRONTIERS and MARVEL SUPER HEROES. It also has the dubious distinction of containing the best comic-strips!

\$49.00 (6 Issues) \$93.00 (12 Issues)

FIRE & MOVEMENT. The main function of FIRE & MOVEMENT is to be an excellent source of detailed game profiles (extensive reviews) written by prominent designers. Regular departments show interviews, gaming news, military news and essays on the hobby.

\$43.00 (6 Issues) \$82.00 (12 Issues)

GENERAL. This beautiful colour bimonthly magazine exclusively covers AVALON HILL's wargames. It features extensive articles on their new releases as well as scenarios, designer's notes, game strategies, new rules, variant counters and game-mechanic essays on products (both old and new) made by AVALON HILL.

\$33.00 (6 Issues) \$61.00 (12 Issues)

SPACE GAMER & FANTASY GAMER. A bimonthly Role Players' magazine that covers everything! Articles range from a solo module for PARANOIA to rules errata for AD&D. There is also a Computer section and the amusing Murphy's Rules. Both popular game and minority systems are catered for in this publication.

\$45.00 (6 Issues) \$80.00 (12 Issues)

STARDATE a bimonthly magazine. 84 pages of articles and scenarios for Science Fiction RPGs. Every issue will cover the BATTLETECH series of games, with new vehicles, rules and mini-adventures. Other topics covered include TRAVELLER, STAR TREK, DOCTOR WHO, TRAVELLER 2300, et al. Regular articles have book & game reviews, computer games information and a Question page.

\$43.00 (6 Issues) \$80.00 (12 Issues)

RUN 5. STRATEGIC STUDIES GROUP's quarterly journal that offers the reader articles and scenarios for SSG's excellent computer games. Most issues designer's notes, US game reviews and computer game design notes. This is an Australian publication.

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STRATEGY & TACTICS. Every issue of this popular bimonthly 'mag contains a wargame. The games are of moderate-to-advanced complexity with 120-200+ glossy counters and a multi-colour large map. Periods covered range from ancient naval conflicts to the hypothetical European armoured clashes of WWIII. But that's not all, S & T also provides a feature length article on the wargame in the issue, reviews, news and general gaming essays.

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THE GRENAIDER. This bimonthly production reviews new games in great detail, as well as offering a plethora of short reviews on those games that are released by less-than-famous companies. Regular articles deal with gaming in general and the infamous EUROPA series of games produced by GDW.

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WHITE DWARF. A glossy 72 page monthly magazine devoted to Role Playing Games. There is a bias towards GAMES WORKSHOP's games and CITADEL's wonderful miniatures: but every issue contains a treasure-chest of modules, campaign notes, new spells/characters et al for RUNEQUEST 2, AD&D, D&D, JUDGE DREDD, WARHAMMER, CALL OF CTHULHU and many others! Regular features cover figure painting guides, book/film/game reviews and some very (!) funny comic strips. More diverse than DRAGON. Has colour photos too!

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